

ADAPTIVE THRESHOLD DETERMINATION FOR
BALL GRID ARRAY COMPONENT MODELING

Abstract of the Disclosure

5 A method for determining a number of balls in a projection
space comprises determining a projection of a portion of a ball
grid array, determining at least one local maximum of the
projection space for a given threshold, and determining at least
a distance between adjacent maximum. The method further
10 comprises determining an inter-peak histogram of the distances,
determining an inter-ball distance for each pair of adjacent
balls that has the maximum value of the inter-peak distance
histogram corresponding to the pair of adjacent balls, and
determining a position of a first ball and a position of a last
15 ball. The method comprises verifying the position of the first
ball and the position of the last ball based on a general inter-
ball distance, and determining the number of balls.